

Amendments to the Specification

IN THE WRITTEN DESCRIPTION

Please replace paragraph [0040] with the following amended paragraph:

[0040] Because punch through textures are typically used to model complex structures such as forests and cloud scenes, is the number of polygons used for punch through is generally much greater than that used for alpha blended translucency. Consequently, the processing overhead for sorting has to be minimised to make the system efficient. A simple algorithm to sort n object into ~~a descending~~ an ascending or descending order would require n^2 operations. This is illustrated in Figure 5 in which a tree punch through texture can be seen on the front surface, which has opaque texels in the region of the tree and transparent ones around it. Auto sorting is performed by rendering all of the translucent polygons in order to recognise the bottom layer. Therefore, the number of polygons per tile processed is the number of polygons multiplied by the number of layers which is $2n^2$.